

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims

1. (Currently Amended) A method of authenticating a cashless gaming machine instrument, comprising:
 - acquiring player authentication data via a device on a gaming machine;
 - ~~placing printing~~ the player authentication data on the cashless gaming instrument when the instrument is issued at the gaming machine; and
 - requiring validation of the player instrument authentication data printed on the cashless gaming instrument for negotiation of the cashless gaming instrument.
2. (Original) The method of claim 1, wherein said player authentication data is acquired via a player tracking system implemented on the machine.
3. (Original) The method of claim 2, wherein said player authentication data is acquired from a player tracking card inserted into the machine.
4. (Original) The method of claim 1, wherein said player authentication data is acquired via a keypad entry.
5. (Original) The method of claim 1, wherein said player authentication data is a signature entered via a touchscreen implemented on the machine.
6. (Original) The method of claim 1, wherein said player authentication data is an image of a personal identification card entered via a scanner implemented on the machine.

7. (Original)The method of claim 1, wherein said player authentication data is acquired via a biometric device implemented on the machine.
8. (Original)The method of claim 7, wherein the biometric device is selected from the group consisting of a fingerprint scanner, and iris scanner, a digital camera and a microphone.
9. (Original)The method of claim 7, wherein the biometric device is a fingerprint scanner and the player authentication data is fingerprint image data.
10. (Original)The method of claim 7, wherein the biometric device is an iris scanner and the player authentication data is iris image data.
11. (Original)The method of claim 7, wherein the biometric device is a digital camera and the player authentication data is a photographic image.
12. (Original)The method of claim 7, wherein the biometric device is a digital camera and the player authentication data is ratiometric facial data.
13. (Original)The method of claim 7, wherein the biometric device is a digital microphone and the player data is unique voice characteristic data.
14. (Currently Amended)The method of claim 1, wherein the negotiation of the instrument comprises use of the instrument for redemption of a prize or a complimentary award ~~the player authentication data is printed on a cashless gaming voucher.~~

15. (Original)The method of claim 14, wherein the data is at least one of encoded or encrypted.
16. (Original)The method of claim 14, wherein the data is printed in barcode.
17. (Original)The method of claim 1, wherein the negotiation of the instrument comprises cash redemption of the instrument.
18. (Original)The method of claim 1, wherein the negotiation of the instrument comprises use of the instrument for game play.
19. (Currently Amended)A. gaming machine, comprising:
- a master gaming controller designed or configured to control a game play sequence comprising a presentation of one or more games on the gaming machine;
 - a cashless gaming instrument input mechanism coupled to said master gaming controller
 - a player authentication data acquisition mechanism coupled to said master gaming controller for receiving player authentication data; and
 - ~~a cashless gaming machine instrument output mechanism~~ printer designed or configured to generate a cashless gaming machine instrument and place print player authentication data acquired by the acquisition mechanism on the cashless gaming instrument when the instrument is issued at the gaming machine wherein negotiation of the cashless gaming instrument requires validation of the player authentication data printed on the cashless gaming instrument.
20. (Original)The gaming machine of claim 19, further comprising a player tracking unit coupled to said gaming controller.

21. (Original)The gaming machine of claim 20, wherein the player authentication data acquisition mechanism is a card reader for a player tracking card inserted into the machine.
22. (Original)The gaming machine of claim 19, wherein the player authentication data acquisition mechanism is a keypad implemented on the machine.
23. (Original)The gaming machine of claim 19, wherein the player authentication data acquisition mechanism is a touchscreen implemented on the machine.
24. (Original)The gaming machine of claim 19, wherein said player authentication data is an image of a personal identification card entered via a scanner implemented on the machine.
25. (Original)The gaming machine of claim 19, wherein the player authentication data acquisition mechanism is a biometric device implemented on the machine.
26. (Original)The gaming machine of claim 25, wherein the biometric device is selected from the group consisting of a fingerprint scanner, and iris scanner, a digital camera and a microphone.
27. (Original)The gaming machine of claim 25, wherein the biometric device is a fingerprint scanner and the player authentication data is fingerprint image data.
28. (Original)The gaming machine of claim 25, wherein the biometric device is an iris scanner and the player authentication data is an iris image data.

29. (Original) The gaming machine of claim 25, wherein the biometric device is a digital camera and the player authentication data is a photographic image.
30. (Original) The gaming machine of claim 25, wherein the biometric device is a digital camera and the player authentication data is ratiometric facial data.
31. (Original) The gaming machine of claim 25, wherein the biometric device is a digital microphone and the player authentication data is unique voice characteristic data.
32. (Currently Amended) The gaming machine of claim 19, ~~wherein the output mechanism comprises a printer~~ wherein the negotiation of the instrument comprises use of the instrument for one or more of a redemption of the instrument for a prize, a redemption of the instrument for a complimentary award, a redemption of the instrument for cash or a redemption of the instrument for game play.
33. (Currently Amended) A cashless gaming ~~machine~~ instrument, comprising:
an instrument medium;
player authentication data identifying a gaming player as owner of the cashless instrument placed printed on the instrument medium when the instrument medium is issued at a gaming machine wherein negotiation of the cashless gaming instrument requires validation of the player authentication data printed on the cashless gaming instrument.
34. (Original) The instrument of claim 33, wherein the instrument medium is a printable substrate and the player authentication data is printed on the substrate.

35. (Original) The instrument of claim 34, wherein the instrument is a gaming machine voucher.
36. (Original) The instrument of claim 34, wherein the authentication information is at least one of encoded or encrypted.
37. (Currently Amended) The instrument of claim 33, wherein the negotiation of the instrument comprises use of the instrument for one or more of a redemption of the instrument for a prize, a redemption of the instrument for a complimentary award, a redemption of the instrument for cash or a redemption of the instrument for game play, wherein the instrument medium is a smart card and the player authentication data is stored on the smart card.
38. (Currently Amended) The instrument of claim 33, wherein the player authentication data is one or more of a PIN number known to the game player, a signature of the gaming player or biometric information from the gaming player ~~the instrument medium is an electronic data file and the player authentication data is stored in the file.~~
39. (New) The method of claim 1, wherein a portion the player authentication information printed on the cashless gaming instrument is received from a remote device.
40. (New) A method of negotiating a cashless gaming instrument, comprising:
receiving the cashless gaming instrument including first player authentication data printed on the cashless gaming instrument wherein the first player authentication data associates the cashless gaming instrument to a game player and wherein the first player authentication data is printed on the cashless gaming instrument when the cashless gaming instrument is issued at a gaming machine;

receiving second player authentication data wherein the second player authentication data is one of information known by the game player or biometric information received from the game player;

comparing validation data obtained using the first player authentication data printed on the cashless gaming instrument with the second player authentication data; and

redeeming the cashless gaming instrument when a match is determined between the validation data and the second player authentication data.

41. (New) The method of claim 40, further comprising receiving at least a portion of the validation data from a remote device.

42. (New) The method of claim 40, wherein the redemption of the instrument comprises use of the instrument for one or more of a redemption of the instrument for a prize, a redemption of the instrument for a complimentary award, a redemption of the instrument for cash or a redemption of the instrument for game play.